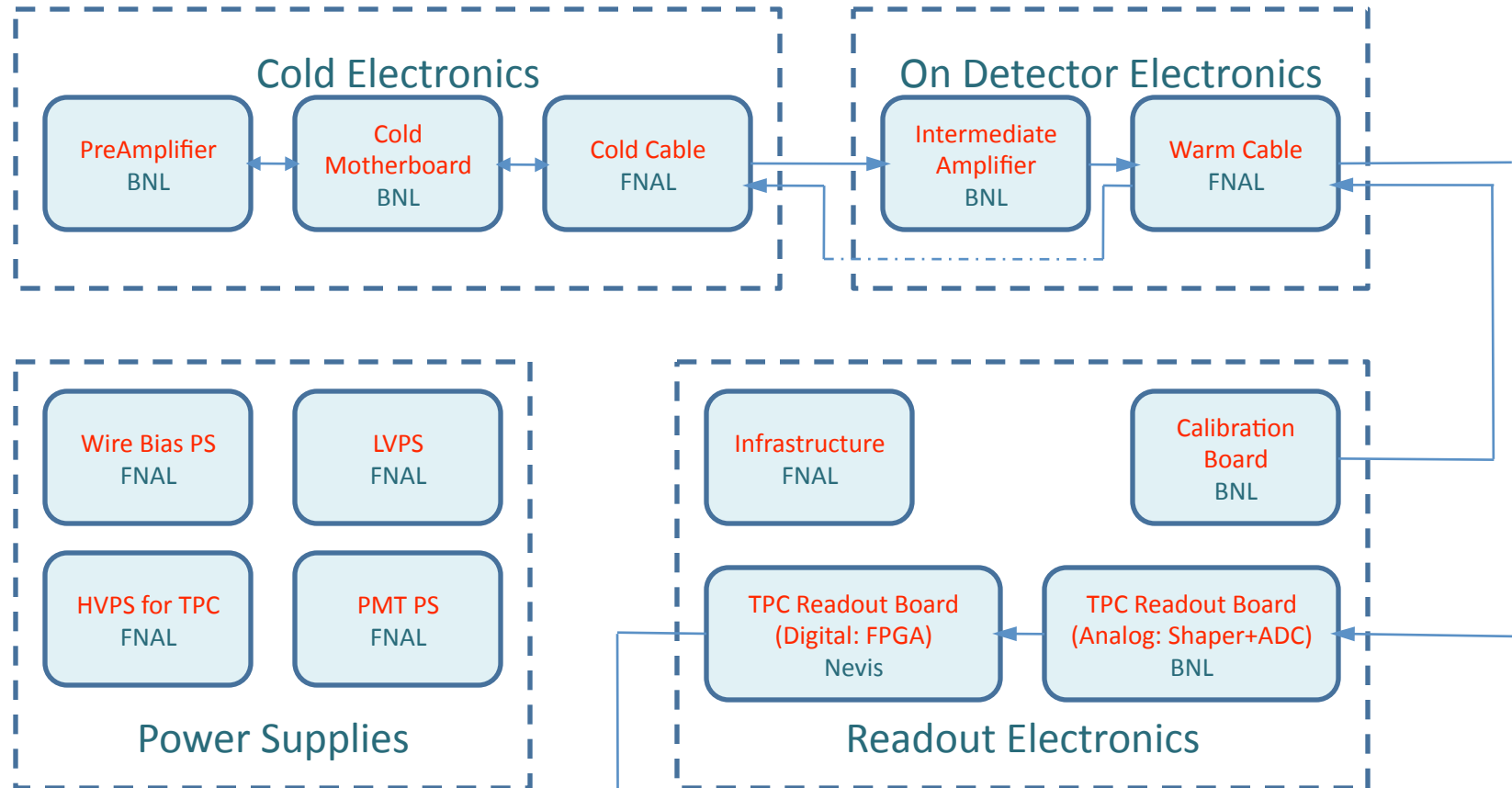


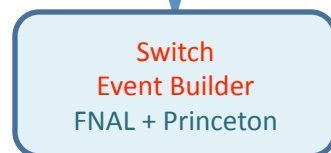
# MicroBooNE Electronics

# Readout Electronics Layout



Electronics Working Group

DAQ Working Group



- Institutions work together to define the design specification and interface between different parts
- Design will be reviewed/agreed by Electronics WG/Collaboration
- Electronics WG and DAQ WG work together to define the system readout architecture

# Electronics Design Parameters

- Needed in CDR
  - Dynamic Range
  - S/N ratio
  - Data rate
  - Sampling rate
  - Pulse width/shaping time
  - .....
- Will be circulated, discussed and agreed

# Dynamic Range and S/N Ratio

- Bruce Baller talk in Oct. collaboration meeting
  - MicroBooNE-doc-167-v1
  - 12-bit ADC
  - S/N ratio  $> 15$
  - ...

# Data Rate Exercises

- **Beam Spill Trigger**
  - Average rate  $\sim 10\text{Hz}$ , peak rate  $\sim 15\text{Hz}$
  - Read out 2.5ms continuously with 5MHz sampling rate
  - Data rate
    - 64-ch TPC readout board
      - Peak:  $64\text{-ch} \times 5\text{MHz} \times 2.5\text{ms} \times 16\text{bit} \times 15\text{Hz} = 192\text{Mbps} = 24\text{MB/s}$
      - Average:  $64\text{-ch} \times 5\text{MHz} \times 2.5\text{ms} \times 16\text{bit} \times 10\text{Hz} = 128\text{Mbps} = 16\text{MB/s}$
    - Full detector:  $\sim 9\text{k}$  channels, 140 TPC readout boards
      - $16\text{MB/s} \times 140 = 2.24\text{GB/s}$
- **Off Beam Spill**
  - Average  $\sim 6\text{kHz}$ ,  $\sim 2\text{k}$  wires,  $\sim 100$  useful samples on each wire
  - Read out only useful samples after pedestal suppression
  - Data rate
    - 64-ch TPC readout board
      - Peak:  $64\text{-ch} \times 100\text{-sample} \times 16\text{bit} \times 6\text{kHz} = 614.4\text{Mbps} = 76.8\text{MB/s}$
      - Average:  $64\text{-ch} \times 100\text{-sample} \times 16\text{bit} \times 6\text{kHz} \times 2\text{k}/9\text{k} = 136.5\text{Mbps} = 17.1\text{MB/s}$
    - Full detector
      - $17.1\text{MB/s} \times 140 = 2.389\text{GB/s}$
- **Super Nova Trigger**
  - Average rate ???
  - Read out 5s continuously with 5MHz sampling rate
  - Data rate
    - 64-ch TPC readout board
      - Peak:  $64\text{-ch} \times 5\text{MHz} \times 16\text{bit} = 5.12\text{Gbps} = 640\text{MB/s}$
      - Provide 4GB local storage using DDR2 SDRAM then impose some dead time to read out at more realistic rate
    - Full detector:  $\sim 9\text{k}$  channels, 140 TPC readout boards
      - Peak:  $640\text{MB/s} \times 140 = 89.6\text{GB/s}$
- **Other Trigger...**

# What does it mean?

- 64-ch TPC readout board
  - Beam Spill Trigger: 16MB/s
  - Off Beam Spill: 17.1MB/s
    - TPC readout board can transfer data to DAQ system over Gigabit Ethernet even in combined mode ( $16+17.1 = 33.1\text{MB/s}$ )
  - Super Nova Trigger: 640MB/s (peak rate)
    - TPC readout board can transfer data to DAQ system over 6.5Gbps fiber optic link
- But... for Full Detector
  - Beam Spill Trigger: 2.24GB/s
  - Off Beam Spill: 2.389GB/s
  - Super Nova Trigger: 89.6GB/s (peak rate)
  - It is hard for DAQ system to sustain any running mode without significant data reduction
    - D0: peak data flow rate  $\sim 500\text{MB/s}$
    - D0: data written on tape  $\sim 25\text{MB/s}$
  - Data transmission can be done, but we have bottleneck of data processing and data storage

# How can we reduce data?

- Beam Spill Trigger

- Do we need to send all raw data to DAQ system?

- Yes – reduce beam spill rate by factor of N (for example N=10 to reduce average trigger rate to 1Hz)

- No – Pedestal suppression

- Read out only useful samples after pedestal suppression – May lose information

- » Average ~6kHz, ~2k wires, ~100 useful samples on each wire

- » Data rate

- 64-ch TPC readout board

- Peak:  $64\text{-ch} \times 100\text{-sample} \times 16\text{bit} \times 6\text{kHz} \times 2.5\text{ms} \times 15\text{Hz} = 23.04\text{Mbps} = 2.88\text{MB/s}$

- Average:  $64\text{-ch} \times 100\text{-sample} \times 16\text{bit} \times 6\text{kHz} \times 2\text{k}/9\text{k} \times 2.5\text{ms} \times 10\text{Hz} = 3.41\text{Mbps} = 427\text{kB/s}$

- Full detector

- $427\text{kB/s} \times 140 = 59.8\text{MB/s}$

- Read out all samples with reformatting after pedestal suppression – Without losing any information

- » Record difference between successive samples, data rate reduced by factor of ~4 (ICARUS: 3.9)

- » Data rate

- 64-ch TPC readout board

- Peak:  $192\text{Mbps} / 4 = 48\text{Mbps} = 6\text{MB/s}$

- Average:  $128\text{Mbps} / 4 = 32\text{Mbps} = 4\text{MB/s}$

- Full detector

- $4\text{MB/s} \times 140 = 560\text{MB/s}$

- How to run?

- Beginning

- Read out all raw data with reduced beam spill rate

- Later

- Read out all samples with reformatting after pedestal suppression

# How can we reduce data? (cont.)

- Off Beam Spill

- We need more sophisticated data reduction techniques after pedestal suppression
  - Hit finding algorithm proposed by Stephan Pordes
    - 80 bits for 8 parameters: wire no., pulse-height, time, pulse-width, rise time, inferred angle, chi-square of fit to single pulse, is there another hit entangled
    - Factor of 20:  $100\text{sample} \times 16\text{bit} / 80\text{bit} = 20$
    - Data rate
      - » 64-ch TPC readout board
        - Peak:  $614.4\text{Mbps} / 20 = 30.72\text{Mbps} = 3.84\text{MB/s}$
        - Average:  $136.5\text{Mbps} / 20 = 6.83\text{Mbps} = 854\text{kB/s}$
      - » Full detector
        - $2.389\text{GB/s} / 20 = 119.5\text{MB/s}$
- How to run?
  - Complimentary to Beam Spill Trigger
  - Combined Mode: Beam Spill Trigger + Off Beam Spill
    - Beam Spill Trigger: Read out all samples with reformatting after pedestal suppression
    - Off Beam Spill : Sophisticated data reduction after pedestal suppression
    - Full detector data rate
      - »  $560 + 119.5 = 680\text{MB/s}$



# Data Rate of Readout

- Beam Spill Trigger
  - Read out only useful samples: 59.8MB/s – May lose information
  - Read out all samples with reformatting: 560MB/s
- Off Beam Spill – Read out only useful samples
  - Hit finding algorithm: 119.5MB/s
- Questions:
  - Do we need to read out all samples of beam spill trigger? For how long? (default: 2.5ms)
  - How many cosmic ray events do we need?
  - How sophisticated algorithm can be implemented in FPGA?
  - How sensitive is the data rate affected by the noise?
  - How much CPU time do we need to implement data reduction algorithm in PC?
  - How much data reduction do we need in event builder before tape recording?
  - ...